commotion™ LE

PUFFIN DESIGNS

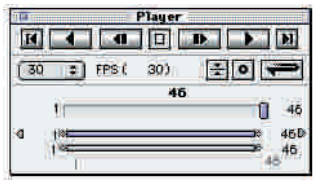
Keep up with your imagination

It's a whole new way of working!

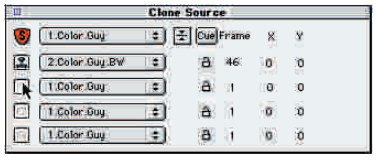
Commotion LE's instant playback will change the way you create effects for video.

Paint on a clip and instantly play it back.

The guesswork is gone. Choose your brush, paint on individual frames and see your work playback in realtime. With Commotion LE, painting on video is faster and more intuitive than in any other package.



SuperClone from any source.



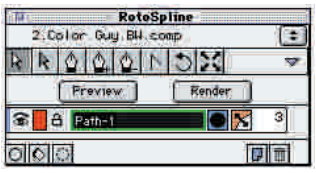
See your effects on the spot. Commotion LE's SuperClone brush lets you combine images by painting with pixels from any clip. Clone virtually any source into your work. With both temporal and spatial offsets, the SuperClone brush makes precise cloning quick and easy.

Autopaint for write-on and wiggle effects.

Save time, eliminate repetitive tasks and get rid of the guesswork. With Commotion LE's autopaint, you can record your paintstrokes and play them back on multiple frames. With the click of a button, add write-on and wiggle effects and see the results immediately.

Moving mattes made simply and quickly.

Create pixel perfect mattes and revise on the fly. Moving mattes are a sophisticated technique that Commotion LE makes easy. Instant playback of splines over your clips makes it simple and quick to produce precise, accurate mattes.



from the mind of ***Scott Squires****,*
a visual effects pioneer at Industrial Light & Magic and founder of Puffin Designs

Commotion LE Features

SOFTWARE PLAYBACK ENGINE

Realtime software playback of uncompressed clips at 25, 30, or variable frame rates directly from RAM. When hardware limitations prevent full resolution playback, partial sections of the frame can be selected and played at full speed.

Virtual Frames functionality allows for a partial frame range to be loaded into RAM and manipulated. Areas not currently in memory are cached from disk and scratch files are generated as needed to keep track of frames to which changes have been made.

Open and Save of Subwindows allows a portion of an image to be opened and manipulated, then inserted back into the area of the picture from where it came. Sections of large-dimension files, such as film-resolution images, can be manipulated without loading the entire frame.

Dynamic Open allows for scaling and cropping on open, as well as for holding and skipping frames.

Open and Save of PICT, QuickTime 3.0®, as well as support for Adobe's File Format plug-in format (Targa, TIFF, SGI, etc.).

Supports independent frame rates (including 24, 25/30 fps, 60-field NTSC and PAL), image resolutions up to (768 x576), and bit depths of 1, 4, 8, 16, and 32 bits per pixel.

PAINT TOOLS

Super Clone Brush™ allows cloning between various files and differing frames in a clip. Settings enable various clip and temporal relationships to be established and assigned to the keyboard for quick switching between settings.

Auto-Paint can be used to repeat or animate brushstrokes over a series of frames and create Write on effects.

Realtime Brush Maker enables brushes to be quickly made via keyboard shortcuts. Size and feather controls can be set interactively and immediately used.

Vector animation can be achieved by applying any of the paint tools to any spline shape.

Marquee, Lasso, Pencil, Paint, Air Brushes, Bucket, Gradient, Eraser, Eye Dropper, Blur/Sharpen, Smudge.

Magic Wand with RGB and HSV independent tolerance controls.

Wacom™ pen tablet support for size and pressure values.

PAINT OPTIONS

Frame or Field based painting modes allow for realtime field specific painting without any rendering.

Onion Skinning for reference to past/future paint frames as lower opacity overlays. Settings permit multiple frames to be displayed at varying opacities.

Compositing allows for quick previewing of composites or channel math while you paint, including on-the-fly previews of composites as you touch up matte edges.

Preview Painting permits painting onto a separate layer so that paint changes can be saved as individual files for compositing at a later stage.

R, G, B, A independent painting, as well as simultaneous RGBA painting to create an alpha of where your paint changes are taking place for later compositing or treatment.

Overlay Mask view with selectable color.

EFFECTS

Flip, Invert, Rotate images

Wiggle effects can be applied to any brushstroke to add motion to static objects

Keying package includes color, luminance and difference keyers with independent controls and softness tolerances for individual RGB/HSL variables.

Image Manipulation: RGB and HSL controls, Levels, Lookup Tables, Brightness, Contrast.

Sophisticated Channel-Independent Blurs, including Blur White and Blur Black to precisely blur mattes.

Convolution Filters, Min and Max for choking mattes, & custom kernels.

Matte Tools Build Min/Max allows for garbage mattes to be generated that combine the minimum or maximum extension of a matte over a frame range.

Sharpening filters, including noise introduction and removal filters.

Field interlacing and de-interlacing filters for changing time base, processing frames, and reversing the field dominance of a clip.

In/Out markers allow frame ranges to be set for all image calculations and filter operations, to automatically process a range of frames.

QuickTime 3.0 Plug in Effects Support

ROTOSPLINE TOOL

Keyframable "Bezier" spline creation

Spline playback at accelerated rates over actual footage.

Spline shapes can be interactively rotated and scaled to quickly track objects that are rotating or changing in size.

Advanced Feathering capabilities can be set to feather spline1s edges in/out / or centered on the spline.

Resolution-Compensation allows rotosplines created at lower resolutions to be automatically scaled to match higher resolution images. Ideal for mocking up shapes at low resolution and then modifying them at full resolution.

SYSTEM REQUIREMENTS

PowerPC™ -based Macintosh computer.

System 7.5 or higher.

Minimum 32MB available RAM for full-resolution video playback. Additional available RAM allows playback of longer sequences of frames.

10MB hard-disk space available.

CD-ROM drive (to install software).

QuickTime™ version 3.0 or higher recommended

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